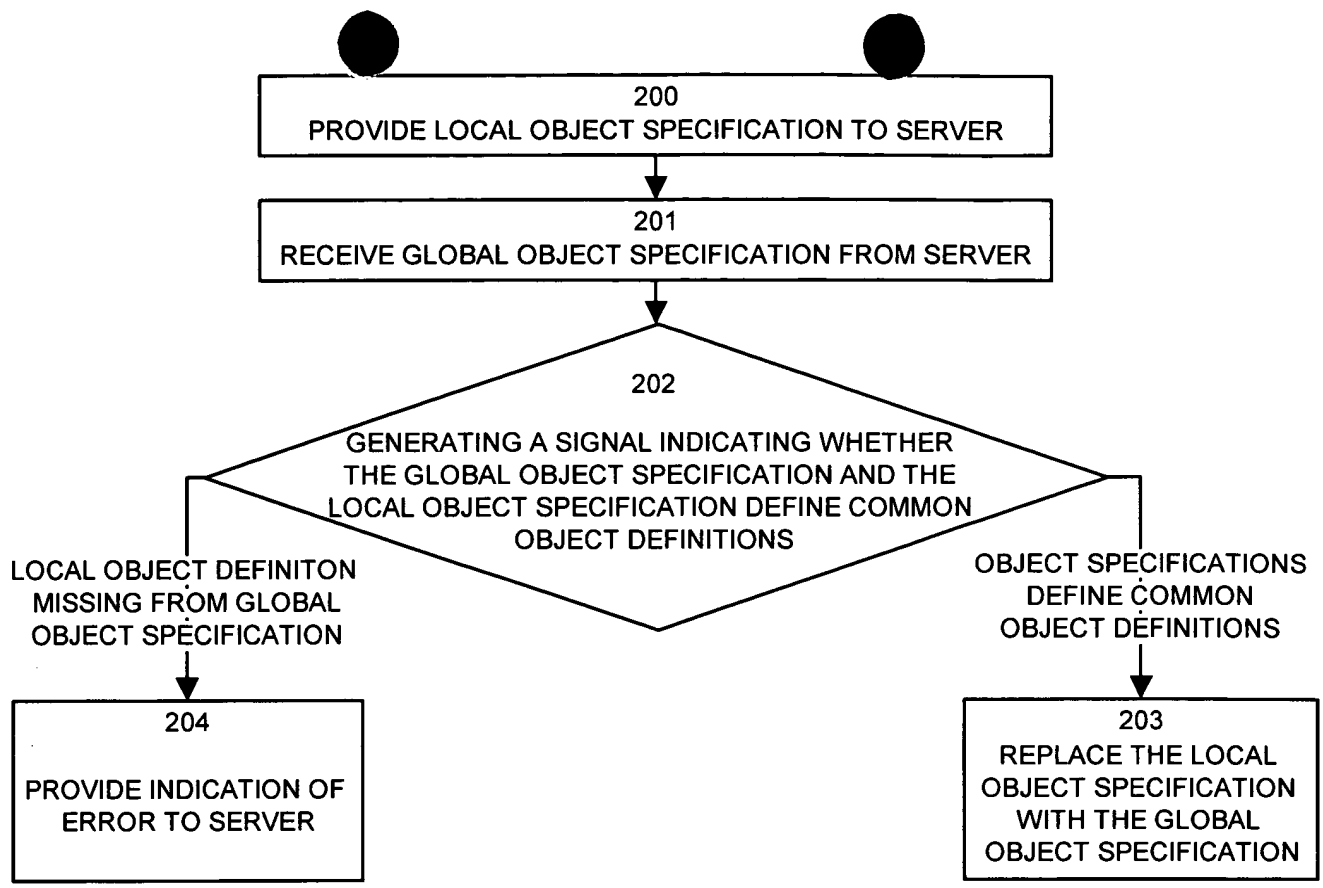
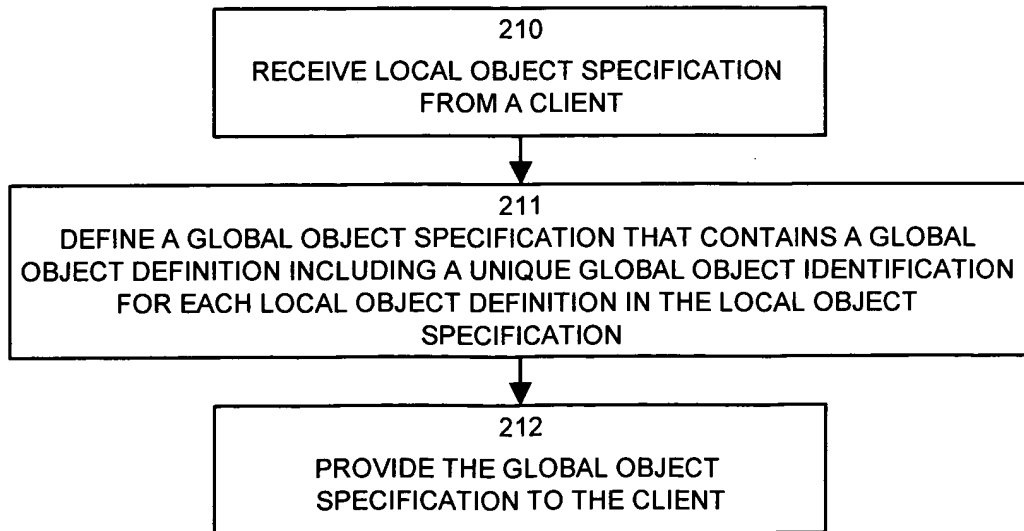


FIG. 1



CLIENT OPERATION

FIG. 2A



SERVER OPERATION

FIG. 2B

The diagram illustrates a system architecture for object identification. At the center is a **SERVER OBJECT MANAGER (E.G., JAVA CLASS)** (126), which contains a **GLOBAL OBJECT IDENTIFICATION ASSIGNMENT** module (218). This module is connected to a **GLOBAL OBJECT DATABASE** (250) via a bidirectional arrow. To the left, there is a stack of **LOCAL OBJECT DEFINITION** blocks (151-1 to 151-N). Each block contains a **LOCAL OBJECT IDENTIFICATION** (152) and a list of object identifiers (153-1 to 153-K). To the right, there is a stack of **GLOBAL OBJECT DEFINITION** blocks (161-1 to 161-N). Each block contains a **GLOBAL OBJECT IDENTIFICATION** (162) and a list of object identifiers (163-1 to 163-K). Arrows indicate data flow: 142 connects local object identification to the assignment module; 143 connects the assignment module to global object identification; 145 connects the server object manager to the global object identification; and 144 connects local object identifiers to global object identifiers.

FIG. 3

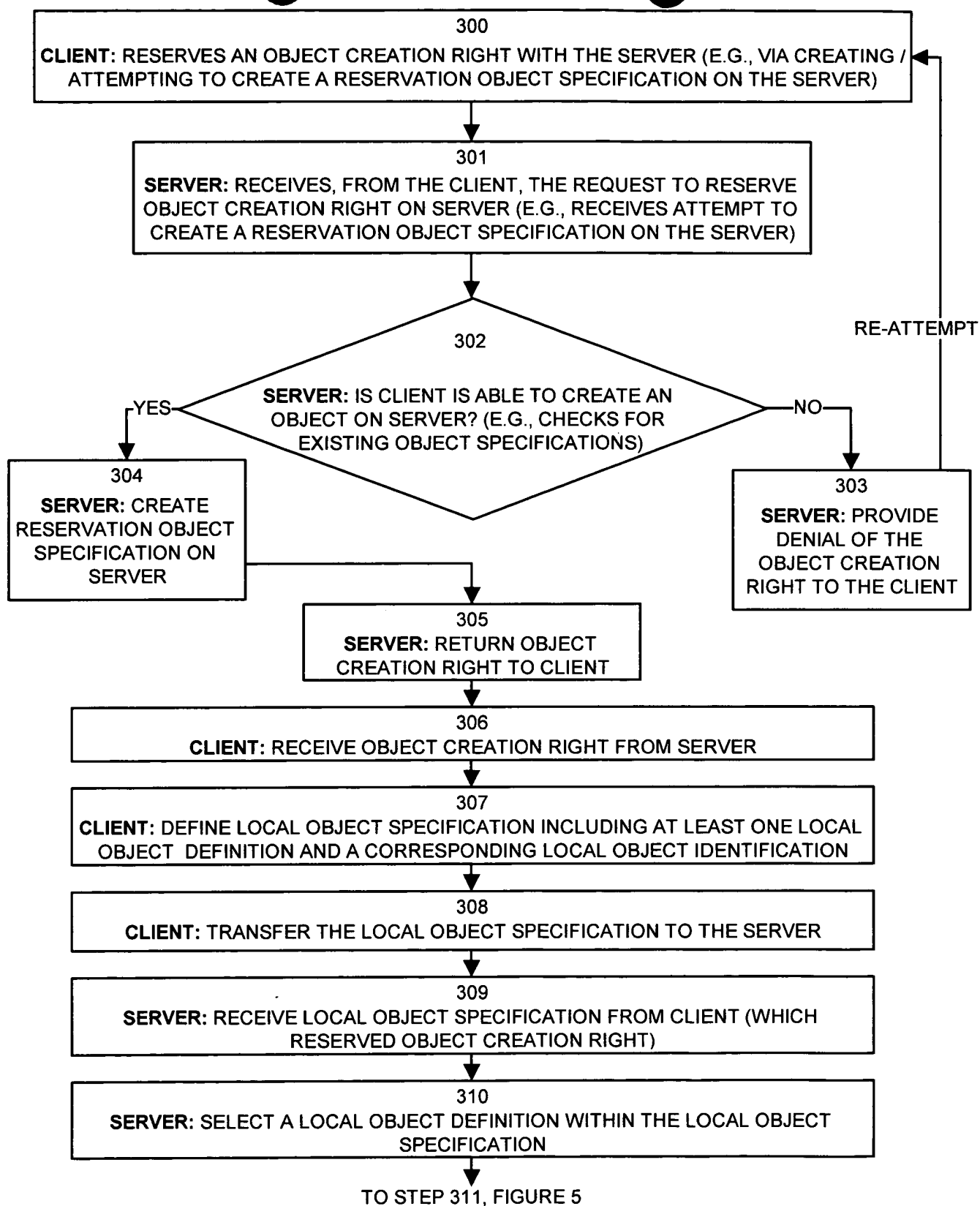


FIG. 4

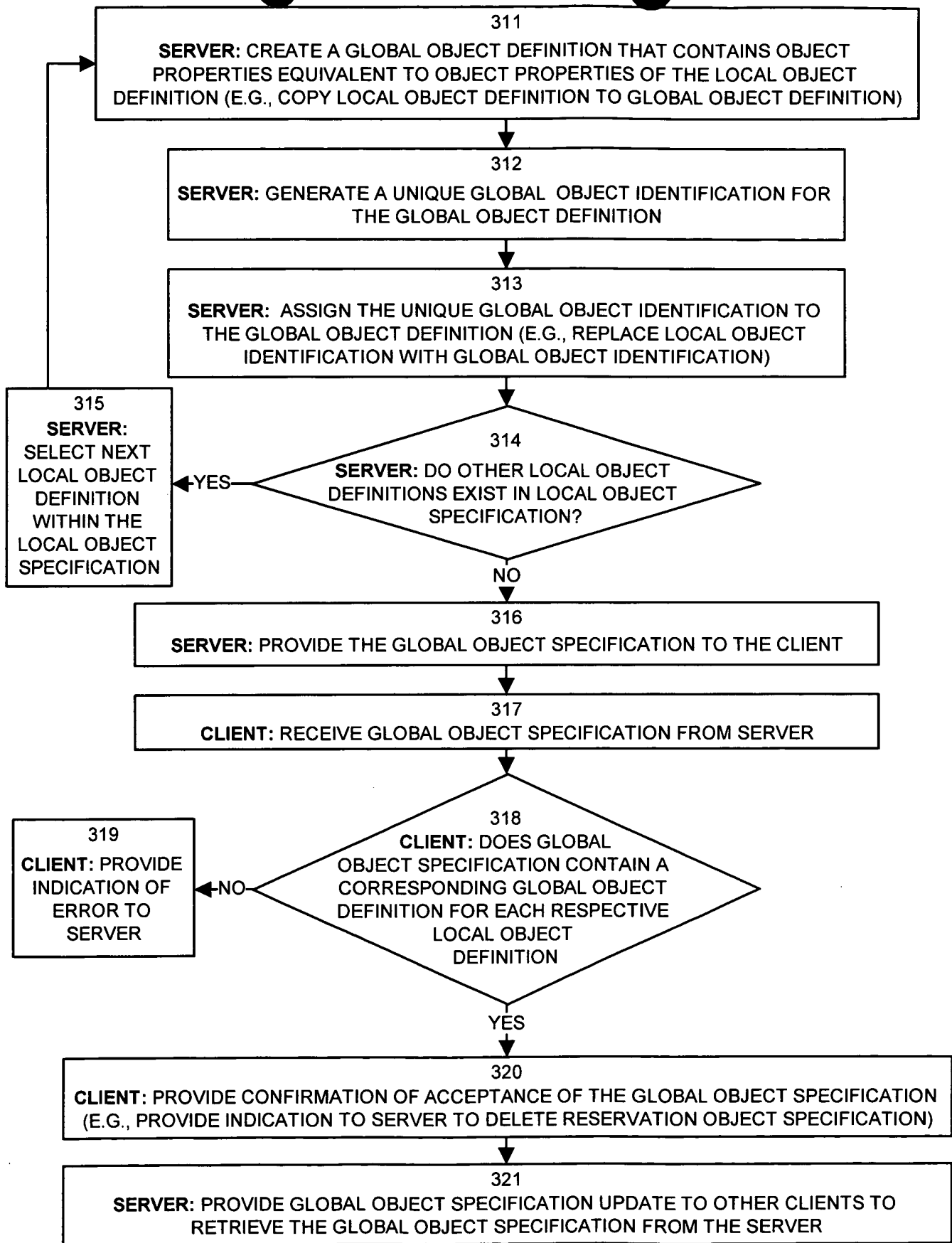


FIG. 5

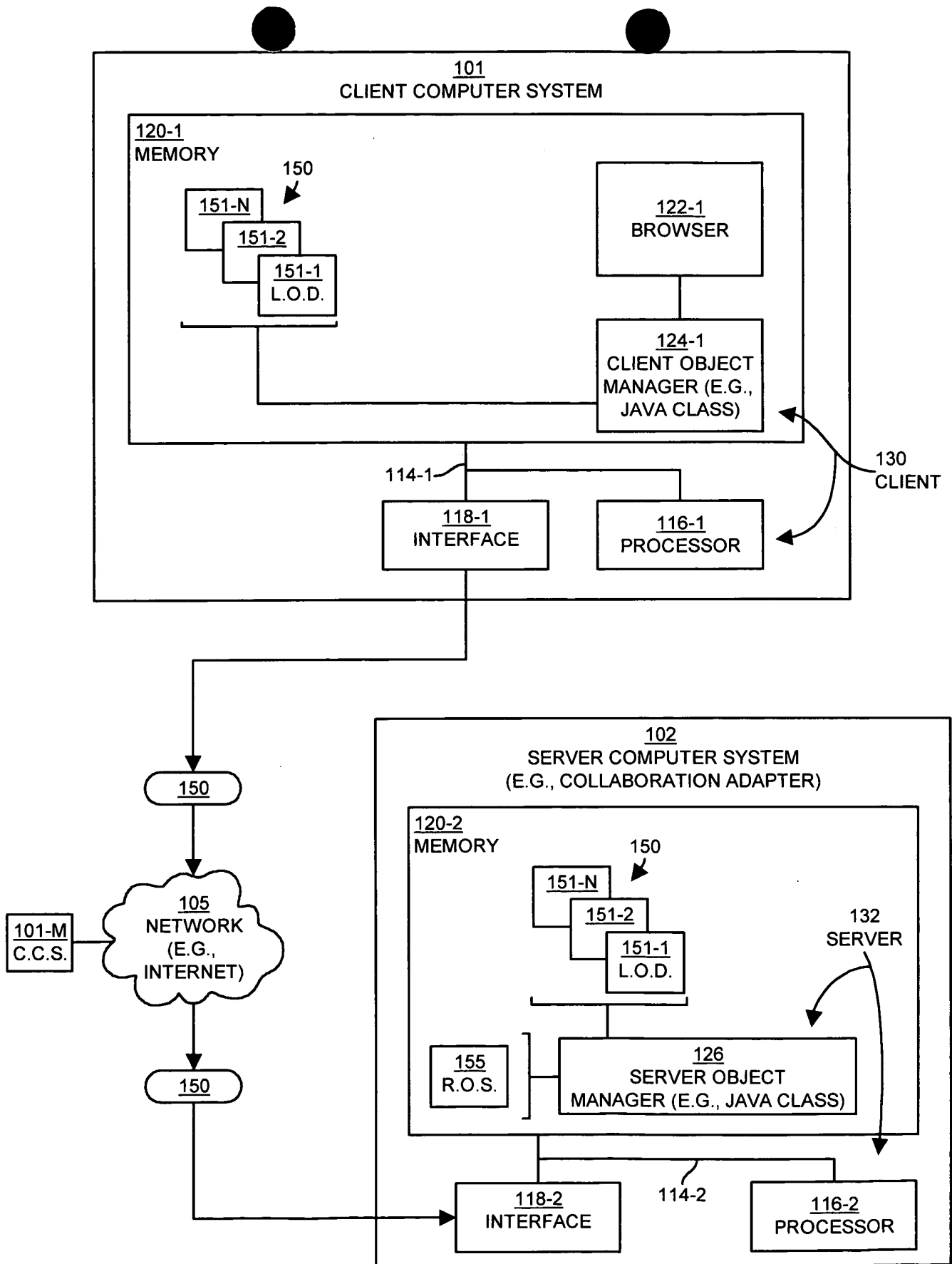


FIG. 6

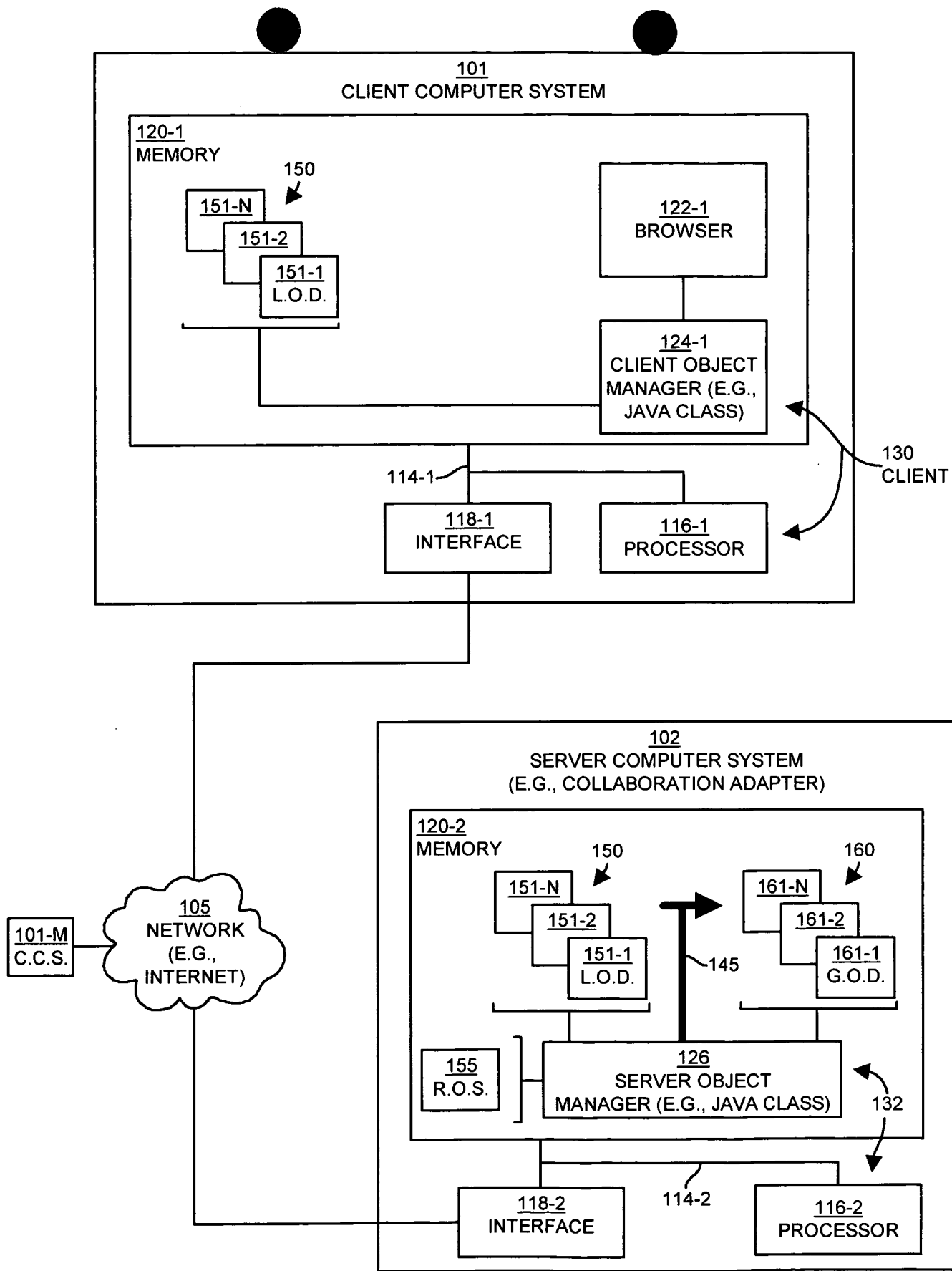


FIG. 7

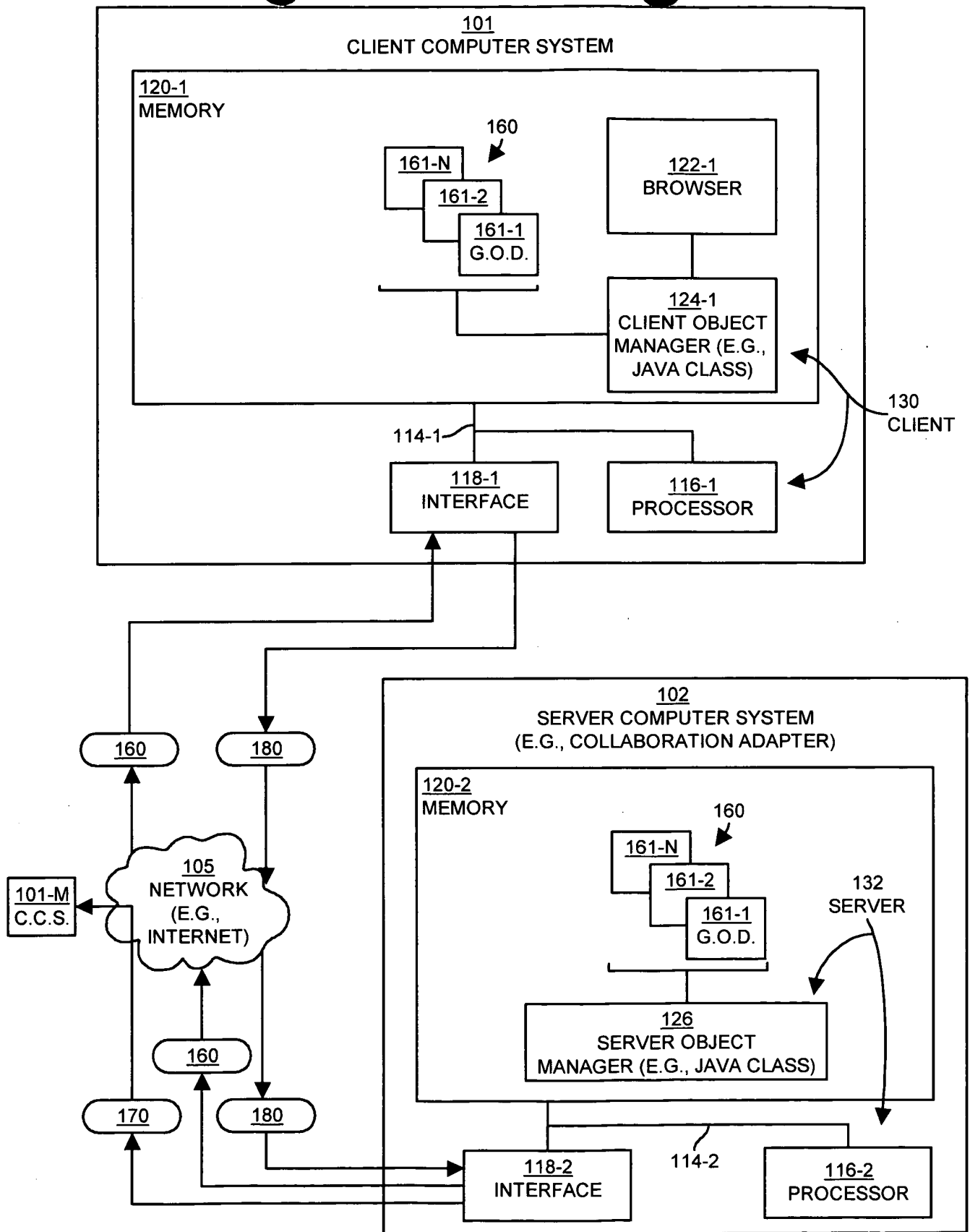


FIG. 8



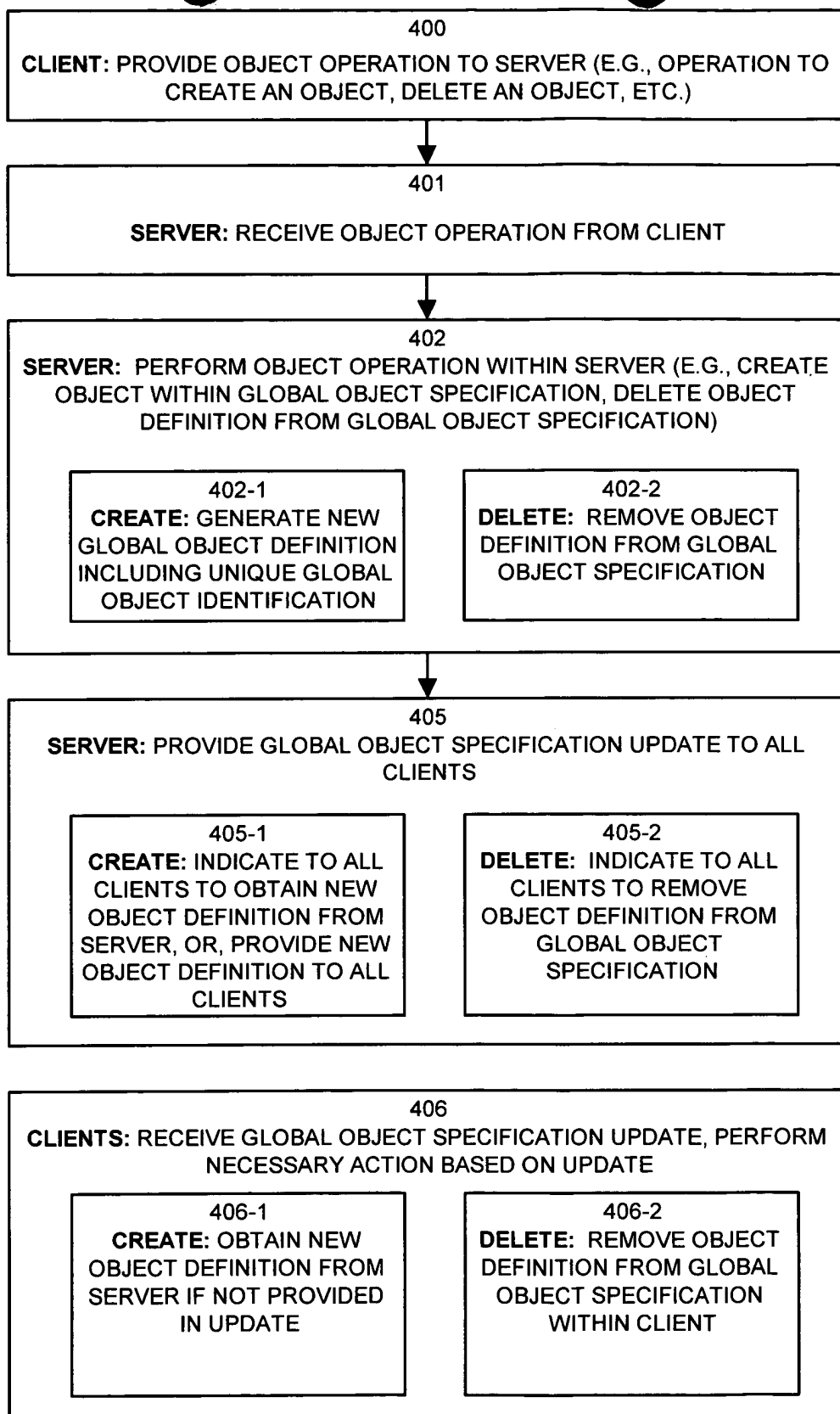


FIG. 9